Learning Journal

**Things that I have learned**

* Making Collectables and Rotating them
* Making the Player Move by pressing WASD
* Making Obstacles and making them interact with the Player
* Making a Mini Level by using all of the above

**Terms that I have learned**

1. Time.deltaTime - The **time** in seconds it took to complete the last frame (Read Only). Use this function to make your game frame rate independent. If you add or subtract to a value every frame chances are you should multiply with **Time**.**deltaTime**. ... When called from inside MonoBehaviour's FixedUpdate, returns the fixed framerate **delta time**.
2. OnTriggerEnter - [OnTriggerEnter](https://docs.unity3d.com/ScriptReference/Collider.OnTriggerEnter.html) is called when the [Collider](https://docs.unity3d.com/ScriptReference/Collider.html) other enters the trigger.

This message is sent to the trigger Collider and the Rigidbody (if any) that the trigger Collider belongs to, and to the Rigidbody (or the Collider if there is no Rigidbody) that touches the trigger.  
  
**Notes:** Trigger events are only sent if one of the Colliders also has a Rigidbody attached. Trigger events will be sent to disabled MonoBehaviours, to allow enabling Behaviours in response to collisions. [OnTriggerEnter](https://docs.unity3d.com/ScriptReference/Collider.OnTriggerEnter.html) occurs on the FixedUpdate after a collision. The Colliders involved are not guaranteed to be at the point of initial contact.  
  
**Note:** [OnTriggerEnter](https://docs.unity3d.com/ScriptReference/Collider.OnTriggerEnter.html) is not technically part of [Collision](https://docs.unity3d.com/ScriptReference/Collision.html). It is a MonoBehaviour function.

1. OnCollisonEnter - OnCollisionEnter is called when this collider/rigidbody has begun touching another rigidbody/collider.

In contrast to [OnTriggerEnter](https://docs.unity3d.com/ScriptReference/Collider.OnTriggerEnter.html), [OnCollisionEnter](https://docs.unity3d.com/ScriptReference/Collider.OnCollisionEnter.html) is passed the [Collision](https://docs.unity3d.com/ScriptReference/Collision.html) class and not a Collider. The [Collision](https://docs.unity3d.com/ScriptReference/Collision.html) class contains information about contact points, impact velocity etc. If you don't use collisionInfo in the function, leave out the collisionInfo parameter as this avoids unneccessary calculations. Notes: Collision events are only sent if one of the colliders also has a non-kinematic rigidbody attached. Collision events will be sent to disabled MonoBehaviours, to allow enabling Behaviours in response to collisions.

**References**

<https://www.youtube.com/user/Brackeys>